

FACT SHEET

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Sword of Mana™

Format: Game Boy® Advance
Launch Date: December 1, 2003
ESRB: E (everyone)
Game Type: Action/Role-Playing Game (RPG)
Players: 1-2
Accessories: Game Boy® Advance Game Link® cable
MSRP: \$34.99

Game Summary

Sword of Mana, the prequel to the Mana series, tells the story of the source of all life, the power that flows from the goddess Mana and bears her name. Long ago, in a time of darkness, a mighty empire tapped its energy to dominate the world. In an effort to stop the use of such power for evil purposes, a woman from the Mana tribe transformed herself into the Mana Tree, locking the power away from anyone who would try to abuse it. The heroine in this story is a young woman from the Mana tribe who possesses deep ties to the goddess Mana. As the Shadow Knight is persecuting the Mana tribe, the heroine embarks on a journey to protect it.

Features

- Choose a character and race to save the Mana Tree. The direction of the story changes and varies according to the character you choose.
- Master Ring Commands from *Secret of Mana* by swapping out magic and weapons quickly to find the best way to fight your enemies. The Ring Command system gives you the control you need to defeat your foes.
- Watch for other characters from the Mana series, including Niccolo the merchant and Li'l Cactus, whose diary entries provided *Legend of Mana™* with both humor and warmth.

- Fight as a team with the link mode for two-player cooperative game play. Team up with a friend and raise your swords together against a common foe.
- Developed by The Game Designers Studio/Square Enix.

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